

FIG. 3

200 **START** ABSTRACT STATE VECTOR IS COMPRISED OF A VERTEX SHADER INTERMEDIATE FORM, PROVIDING AN ABSTRACT 202 VERTEX SHADER CONSTANTS, 204 STATE VECTOR TO A PIXEL SHADER INTERMEDIATE STATE AND SHADER FORM, PIXEL SHADER CACHE AND A COMPILER CONSTANTS, AND ABSTRACT RENDER STATE 206-CACHE YES CACHE ENTRY WITHIN THE **ENTRY EXISTS** STATE AND SHADER CACHE IS COMPRISED OF THE ABSTRACT 208 STATE VECTOR AND HARDWARE STATE AND SHADER NO **VECTOR** PROVIDING A MISS SIGNAL TO THE COMPILER 210 COMPILING THE ABSTRACT STATE VECTOR TO PRODUCE HARDWARE 212 STATE AND SHADER VECTOR **GENERATING A CACHE ENTRY** FOR THE ABSTRACT STATE **VECTOR** 214 WRITING THE HARDWARE STATE AND SHADER DATA TO THE STATE AND SHADER 216 CACHE PROVIDE HARDWARE STATE AND SHADER DATA WITHIN THE CACHE ENTRY TO A **GRAPHICS PROCESSOR** 218 **END** 

- 220

FIG. 4

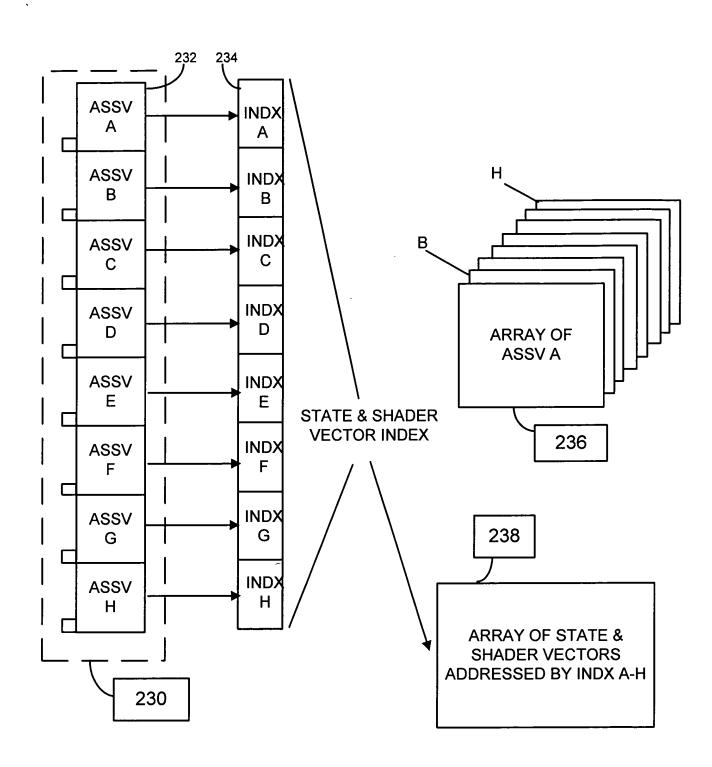


FIG. 5

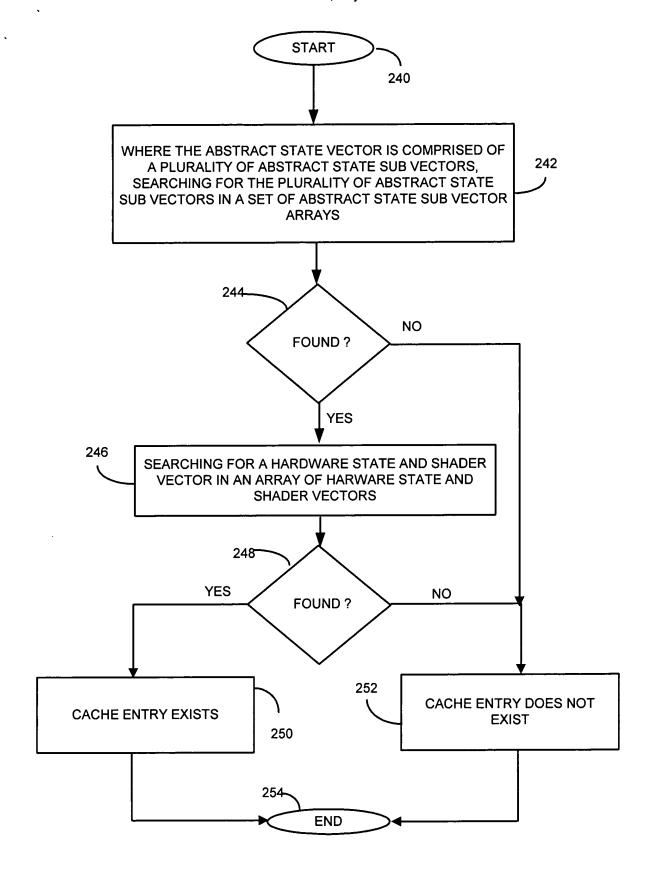


FIG. 6